

IN THE CLAIMS

Please amend the claims as follows:

1 (Currently Amended). An audio reproduction method implemented by an audio reproduction apparatus, the method when reproducing audio data to which character data for displaying a character having a specific shape and motion data for indicating motion of the character having the shape specified by said character data are added, comprising the steps of:

obtaining, at the audio reproduction apparatus, an audio data file including audio data, character data indicating a shape of a character, and motion data indicating motion of the character having the shape specified by the character data;
generating, at the audio reproduction apparatus, data on an image of said character having the shape specified by said character data; by analyzing the character data, and displaying the generated image of said character data correspondingly to the reproduction of said audio data in accordance with the motion indicated by said motion data,
wherein said character data is data on the shape of each part of said character and said motion data indicates where a specific part of said image of said character is altered and displayed at a coordinate position at a specific time in audio reproduction.

2 (Canceled).

3 (Currently Amended). An audio reproduction method according to claim 1, wherein said image of said character data is data on a character having has a three-dimensional shape, and said method further comprises:

displaying the image of said character from a viewpoint and based on a predetermined input operation the character to be displayed is made into a character having a shape seen from an arbitrary viewpoint indicating the viewpoint.

4 (Currently Amended). An audio reproduction apparatus comprising:
~~retaining means for retaining audio data to which character data for displaying a character having a specific shape and motion data for indicating motion of the character having the shape specified by said character data are added, an audio data file including audio data, character data indicating a shape of a character, and motion data indicating motion of the character having the shape specified by the character data;~~
~~-audio reproducing means for processing to reproduce reproducing the audio data retained in said retaining means for retaining;[[,]]~~
~~image processing means for generating data on an image of said character having the shape specified by the character data; by analyzing the character when the character data is added to the audio data reproduced in said audio reproducing means, and~~
~~display means for displaying the image of said character data generated in said image processing by said means for generating correspondingly to the reproduction of said audio data [[in]] by said audio reproducing means for reproducing in accordance with the motion indicated by said motion data,~~
~~wherein said character data is data on the shape of each part of said character and said motion data indicates where a specific part of said image of said character is altered and displayed at a coordinate position at a specific time in audio reproduction.~~

5 (Canceled).

6 (Currently Amended). An audio reproduction apparatus according to claim 4, wherein the image of said character data added to the audio data retained in said retaining means is data on a character having has a three-dimensional shape, and the audio reproduction apparatus further comprises:

operating means for indicating a viewpoint toward the image of the character having
[[a]] the three-dimensional shape is provided, wherein and
based on the viewpoint indicated by said operating means, the means for generating
generates image data generated in said image of said character processing means is made into
an image of a character as seen from the viewpoint.

7 (Previously Presented). An audio reproduction method according to claim 1, wherein said motion data is described in VRML (Virtual Reality Modeling Language).

8 (Previously Presented). An audio reproduction apparatus according to claim 4, wherein said motion data is described in VRML (Virtual Reality Modeling Language).

9 (New). An audio reproduction method according to claim 1, further comprising: reading out the audio data and the character data from a storage medium at a same time.

10 (New). An audio reproduction method according to claim 1, further comprising: separating the character data from the audio data file.

11 (New). An audio reproduction method according to claim 1, further comprising:
detecting an identifier in the audio data file indicating a presence of the character data.

12 (New). An audio reproduction method according to claim 9, wherein the reading does not include reproducing an image signal.

13 (New). An audio reproduction apparatus according to claim 4, further comprising:
means for reading out the audio data and the character data from a storage medium at a same time.

14 (New). An audio reproduction apparatus according to claim 4, further comprising:
means for separating the character data from the audio data file.

15 (New). An audio reproduction apparatus according to claim 4, further comprising:
means for detecting an identifier in the audio data file indicating a presence of the character data.

16 (New). An audio reproduction apparatus according to claim 13, wherein the means for reading does not reproduce an image signal.

17 (New). An audio reproduction apparatus comprising:
a data reader to read an audio data file including audio data, character data indicating a shape of a character, and motion data indicating motion of the character having the shape specified by the character data;
a reproducing unit to reproduce the audio data;

a processor to generate an image of said character having the shape specified by the character data; and

a display unit to display the image of said character generated by said processor correspondingly to reproduction of said audio data by said reproducing unit in accordance with the motion indicated by said motion data,

wherein said image of said character is altered and displayed at a coordinate position at a specific time in audio reproduction.